



Minbari Atkasal Class Attack Corvette



SPECS

Class: Hvy Combat Vsl
In Service: 2262
Point Value:
Ramming Factor:
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Antimatter Converter

Class: Antimatter
Modes: Flash
Damage: (4 x X) + 2
Range Penalty: -1 per hex
Fire Control: +4/+4/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3: Retro Thrust
4-6: Antimatter Cannon
7-10: Fusion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System

AFT HITS
1-6: Main Thrust
7-11: Fusion Cannon
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-9: Port/Stb Thrust
10: Jump Engine
11-12: Jammer
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

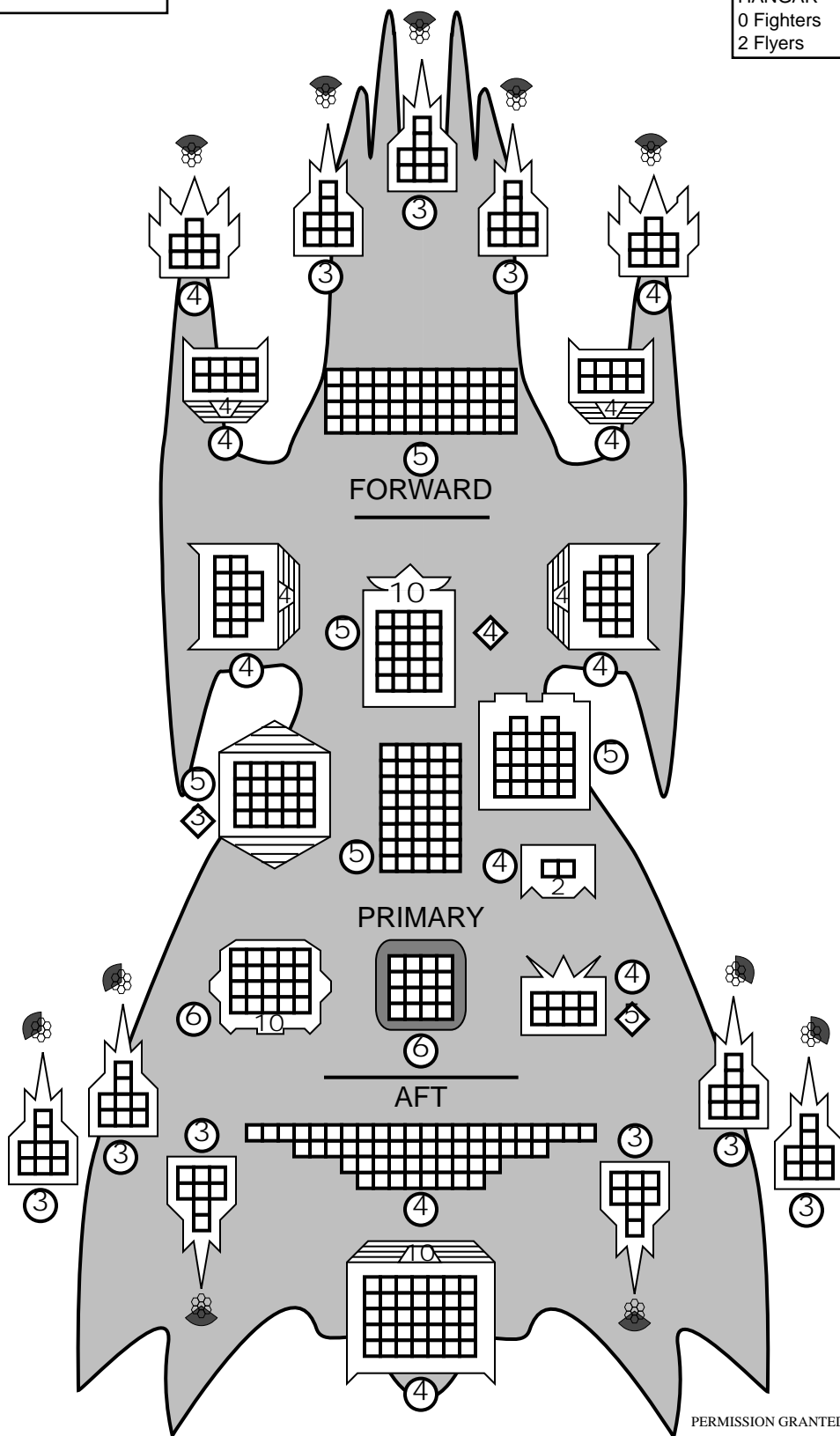
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Antimatter Converter
- Fusion Cannon
- Jammer

HANGAR
0 Fighters
2 Flyers



COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

